

| Prototype dumped & researched by MOV / MOVGAMES | | |
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| GAME SECTION | PROTOTYPE DIFFERENCE | EXTRA NOTES |
| GENERAL | This build has a watermark present on the bottom of the screen at all times, which reads "v3800". | |
| GENERAL | Coordinate locations are present in this build on the bottom of the screen next to the watermark text which first appear during the initial main menu load. | |
| GENERAL | UI Symbols are present in this build which seem to represent when certain game features are being used. For example, "CPU" appears whenever an AI is in control instead of the player, and "STM" which seems to be related to when the game is streaming data from the disc. | |
| PRE TITLE | The Test Drive / Atari / Havok physics copyright screen features the "Atari, Inc., New York, NY." text from the final NTSC build for the Test Drive trademark section, but the rest of the text matches the final PAL build (no ESRB trademark text or logos, centered game logo). | |
| MAIN MENUS | This build has a Debug Options menu accessible from the initial main menu screen, which contains 10 different selectable options. | A detailed writeup of these debug options is available in a separate PDF file. |
| MAIN MENUS | The Options Configuration screen has some differences to the final builds; the "Players" input is instead called "Friends", "Instant Challenge" is missing the + from the final builds, the UI element for the "Horn" input is positioned further down than the final game, the UI background for "Map" is longer and slightly overlaps with Horn's UI background, and the "Headlights" input has a > in between the two L2 inputs which was changed in the final builds. | |
| MAIN MENUS | Several Options menu screens such as Steering Sensitivity, SFX Volume, Engine Volume, Music Volume and Deadzone screens allow you to back out of these menus by pressing circle alongside pressing X like the final builds, and features a UI element informing you of being able to press circle to go back. The final builds removed this feature and changed the UI element to instead show "X Confirm". | |
| VEHICLES | All vehicles seem to have differences with their stock performance bars, with a higher acceleration and speed stat than the final builds in particular. | |

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| VEHICLES | Almost all vehicles have minor performance differences on their stat screens to the final builds. These tend to include a slightly faster 0-60mph time (a 0.1 second difference, though the Ford GT is unique with a much faster time of 3.2 seconds rather than 3.6 seconds), a very slightly faster 1/4 Mile time (again a 0.1 seconds increase) and a 0.1 decrease on the Power/Weight Ratio BHP stat. | It is currently unknown if these differences actually reflect a slight performance difference in the vehicles due to the miniscule differences, or if they may be a result of slightly pre final physics in this build. |
| VEHICLES | The Alfa Romeo GT V6's wheel options have different text formatting. | |
| VEHICLES | The Aston Martin DB9 Coupe's 15-Spoke Diamond-Turned Alloy Wheels have different text formatting. | |
| VEHICLES | The Aston Martin DB9 Volante's wheel options have different text formatting. | |
| VEHICLES | The Aston Martin Vanquish S V12's wheel options have different text formatting. | |
| VEHICLES | The Chevrolet SSR's wheel options have different text formatting. | |
| VEHICLES | Most of the colour option names for the Chevrolet SSR have different text formatting. | |
| VEHICLES | The Chrysler 300C SRT-8's colour option "Brilliant Black Crystal" has different text formatting. | |
| VEHICLES | Two of the three wheel options for the Dodge Viper SRT-10 have different text formatting. | |
| VEHICLES | Two of the three wheel options for the Dodge Viper SRT-10 Coupe have different text formatting. | |
| VEHICLES | Some of the Dodge Viper SRT-10 Coupe's paint options have different text formatting. | |
| VEHICLES | The Ford GT's wheel options have different text formatting. | |
| VEHICLES | Some of the Ford GT's paint options have different text formatting. | |
| VEHICLES | The Ford Mustang GT's wheel options have slightly unfinished names; the two 17' wheels are missing "wheels" at the end of the name, the 18' Pony wheels do not say "Center Cap", and the 18' polished aluminum wheels has different text formatting. | |
| VEHICLES | Two of the three wheel options for the Lamborghini Gallardo Coupe have different text formatting. | |
| VEHICLES | Two of the three wheel options for the Lamborghini Gallardo Roadster have different text formatting. | |
| VEHICLES | The Lamborghini Miura P400SV's wheel options have different text formatting. | |

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| VEHICLES | Three paint colours for the Lotus Esprit V8 have different text formatting. | |
| VEHICLES | Some of the Mercedes-Benz CLK 55 AMG's wheel options have different text formatting. | |
| VEHICLES | Some of the Mercedes-Benz SLK 55 AMG's wheel options have different text formatting. | |
| VEHICLES | The Mercedes-Benz SLK 55 AMG's colour "Designo Mocha Black" has different text formatting. | |
| VEHICLES | Two of the three wheel options for the Nissan 350Z Coupe have different text formatting. | |
| VEHICLES | The Nissan 350Z NISMO S-Tune's Nissan Touring Wheel option has pre final text formatting. | |
| VEHICLES | The Spyker C8 Laviolette's wheel options have different text formatting. | |
| VEHICLES | The Spyker C8 Spyder's wheel options have different text formatting. | |
| HOME MENUS | The Statistics Overall screen lists your playthrough time as "Play Time" rather than "Total Time" like the final builds. | |
| HOME MENUS | The Statistics Overall screen has a UI prompt for switching the page with L1 and R1 like the Challenges screen, which was removed from this screen in the final builds as it has no use due to the screen not having enough entries to even be able to scroll any text. | |
| HOME MENUS | The Statistics Challenges screen's scroll bar is missing on the left side. | |
| HOME MENUS | The Statistics Challenges screen features 19 challenges which are nowhere to be found in the final game. They also do not seem to be physically present in this build, at least without modifying the game, so are possibly remnants from an older build. | These are: Central Connector, Central Highlands, Diamond Loop, Down By Shore, Down By The River, Eastern Promise, Eastside Tour, Enigma, Free Play, Heartland, Hop Skip Jump, Navigator, Peninsula, Round The Horn, Shadow Of The Mountain, Taxi, The Boot, The Quick Or The Dead, Waterside Frenzy. |
| CAR SHOP MENUS | The vehicle wheel, paint and interior option screens when customising a car before purchase have an extra bit of text at the bottom of the screen saying "Choose Options". Both final builds removed this text. | |
| GAMEPLAY | Above the watermark text during non menu gameplay is some red text displaying "No Network", designed to easily show a developer or journalist if the build currently has a connection or not. | |

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| GAMEPLAY | The grass outside the front entrance of Aliamanu Aston Martin Dealership is a lighter shade of green than the final build. | |
| ABOUT | Alfa Romeo, Aston Martin, Caterham, Ford, McLaren, Pagani and Spyker have different logos used for the About licensor credits. | |
| ABOUT | Saleen's licensor credit has a second full stop in this build. | |
| GAME FILES | The NETNTSC.ELF / NETPAL.ELF file is missing from this build. | |
| GAME FILES | The IOP folder contains 5 additional .IRX files removed in the final builds. These include DEV10.IRX, PANICSYS.IRX, SIRENS3.IRX, USBD.IRX (Low level USB functions used by all USB drivers) and USBKEYBD.IRX (a USB keyboard sample driver). | |
| GAME FILES | The IOP folder contains an additional .IMG file named IOPRP300.IMG. | |